



100

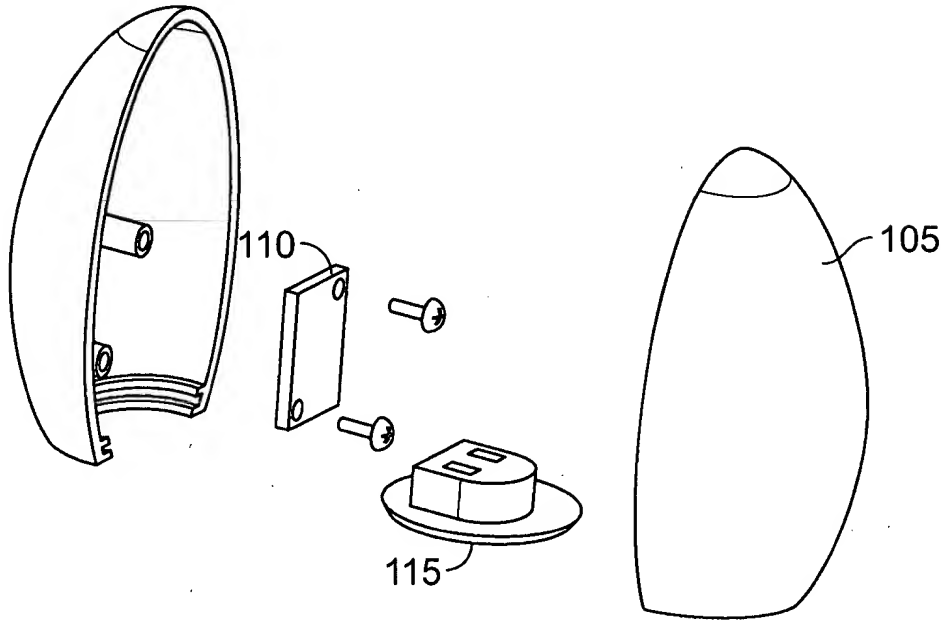


FIG. 1

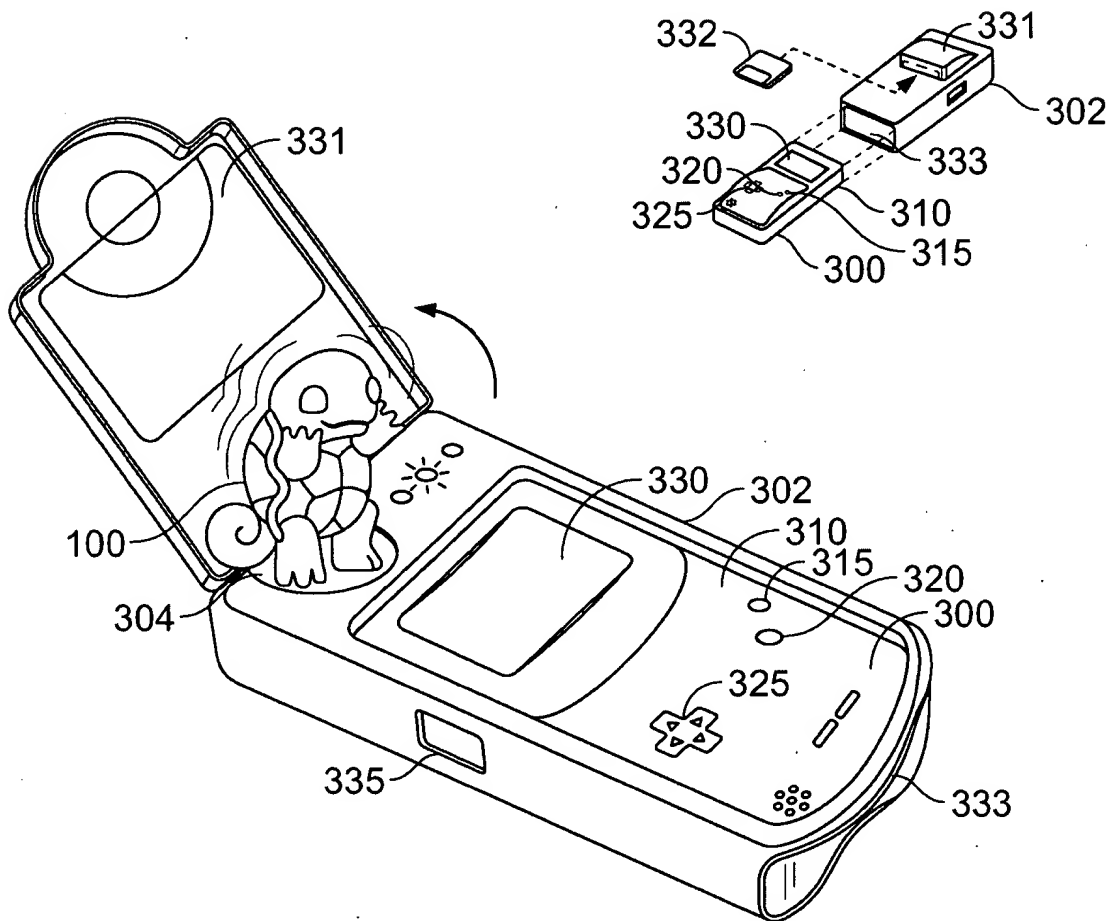


FIG. 3

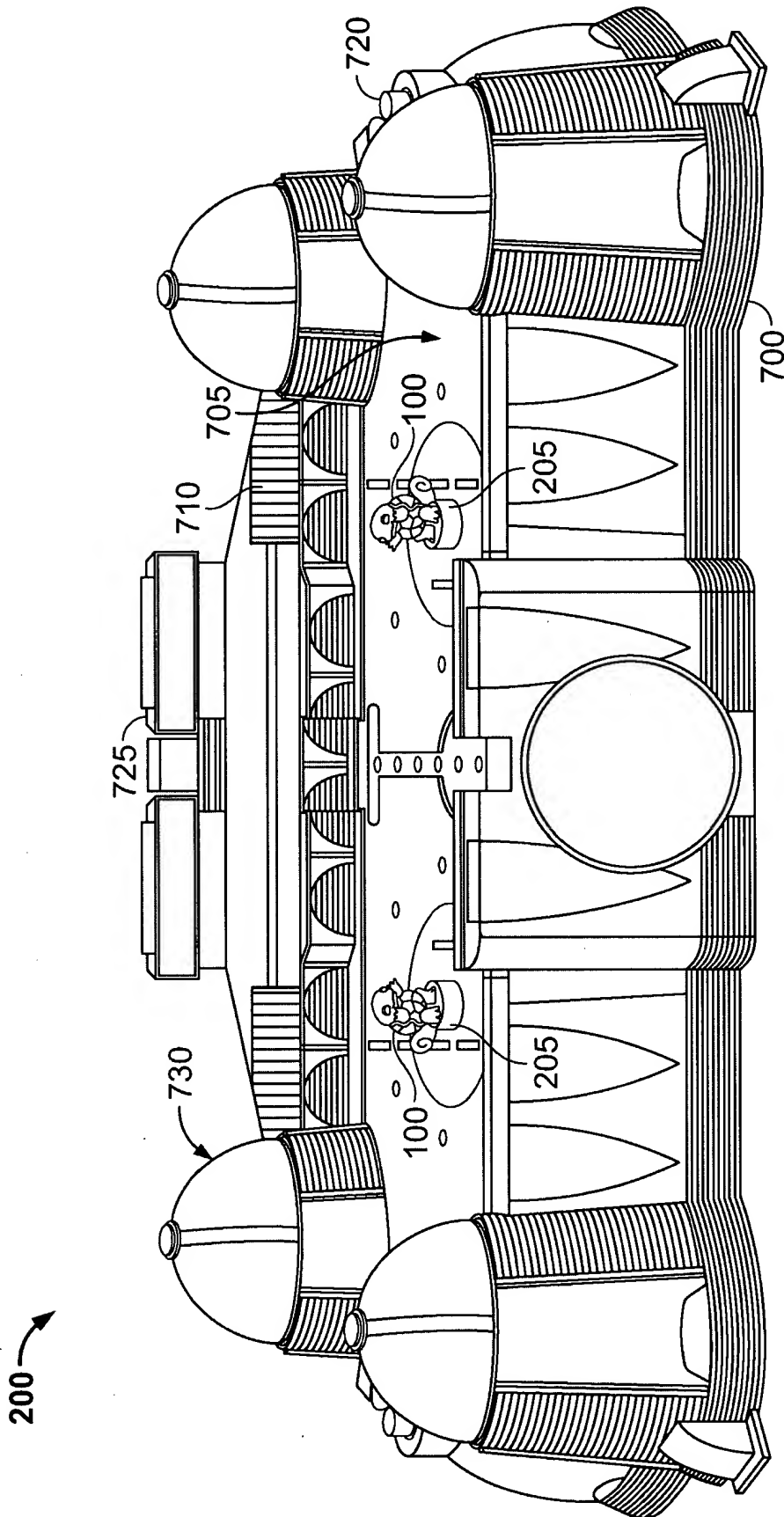


FIG. 2

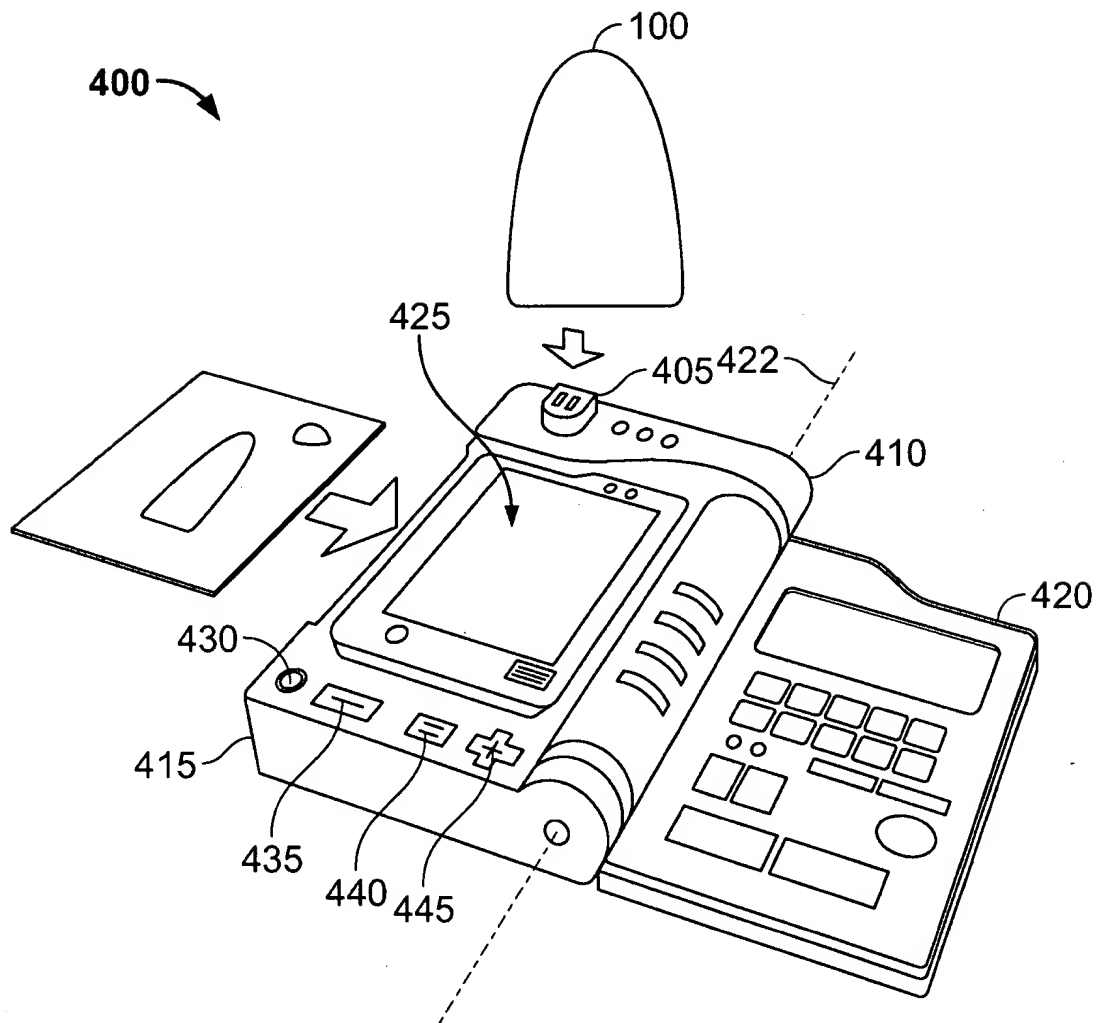
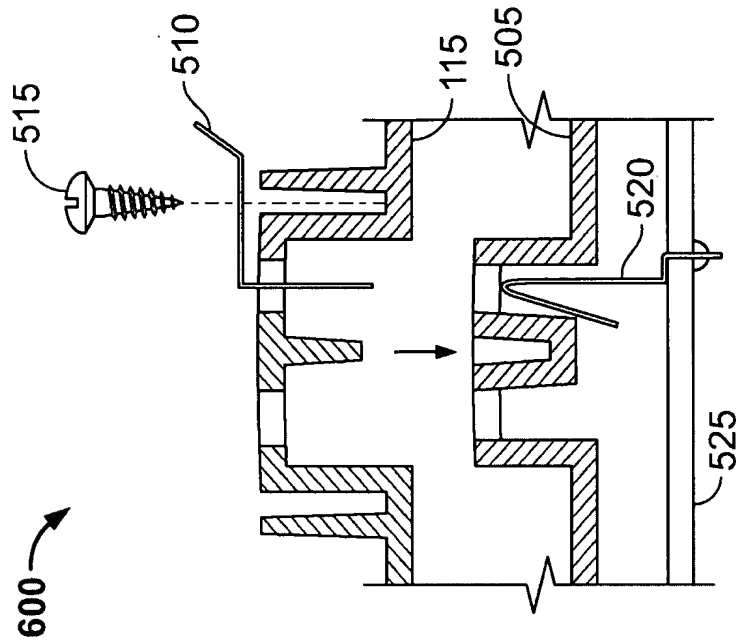
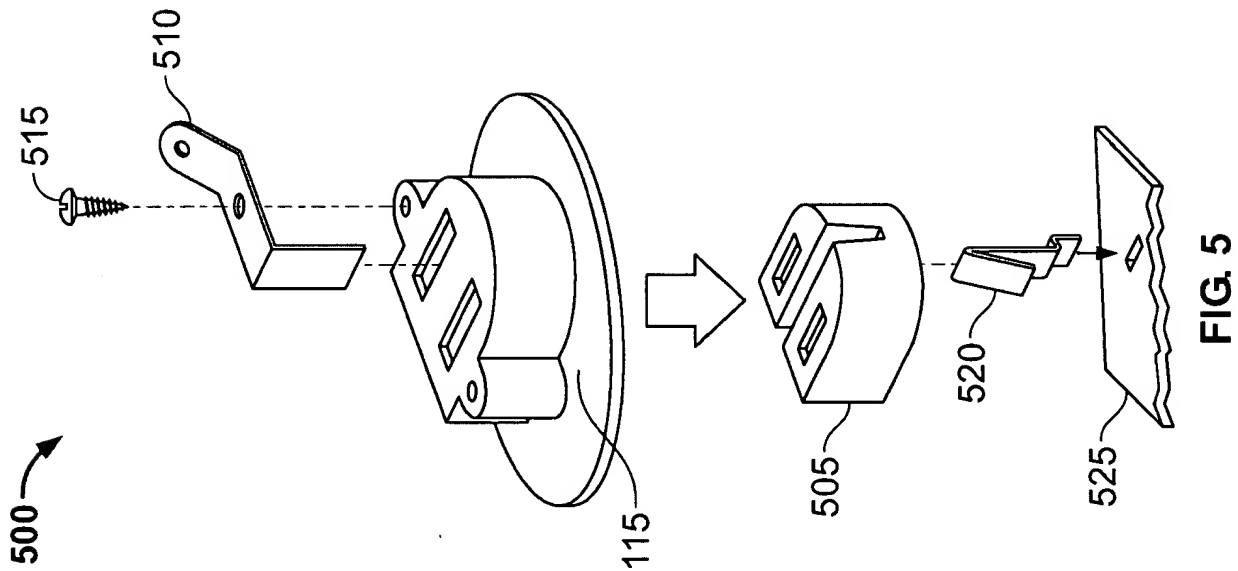


FIG. 4



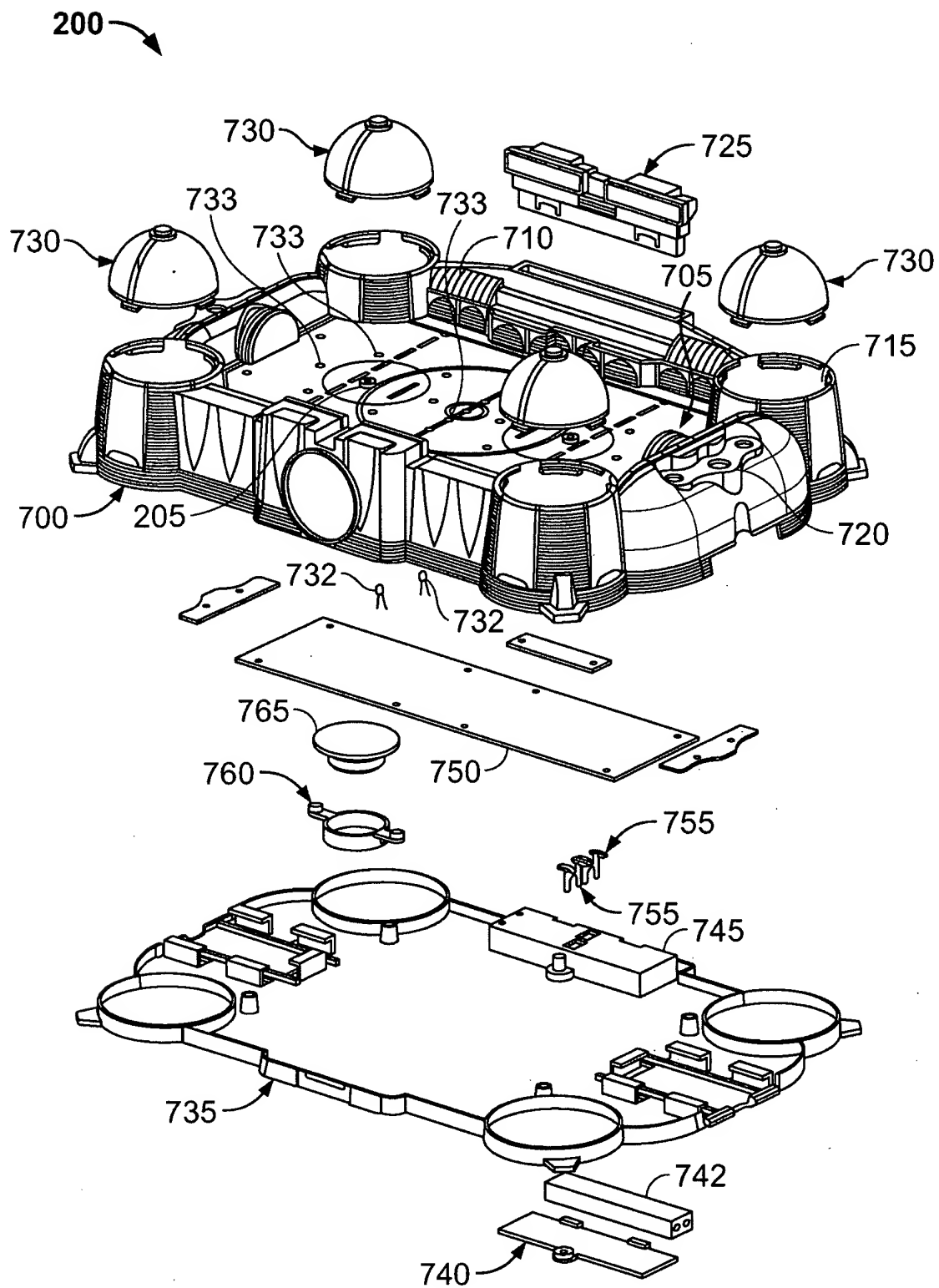


FIG. 7

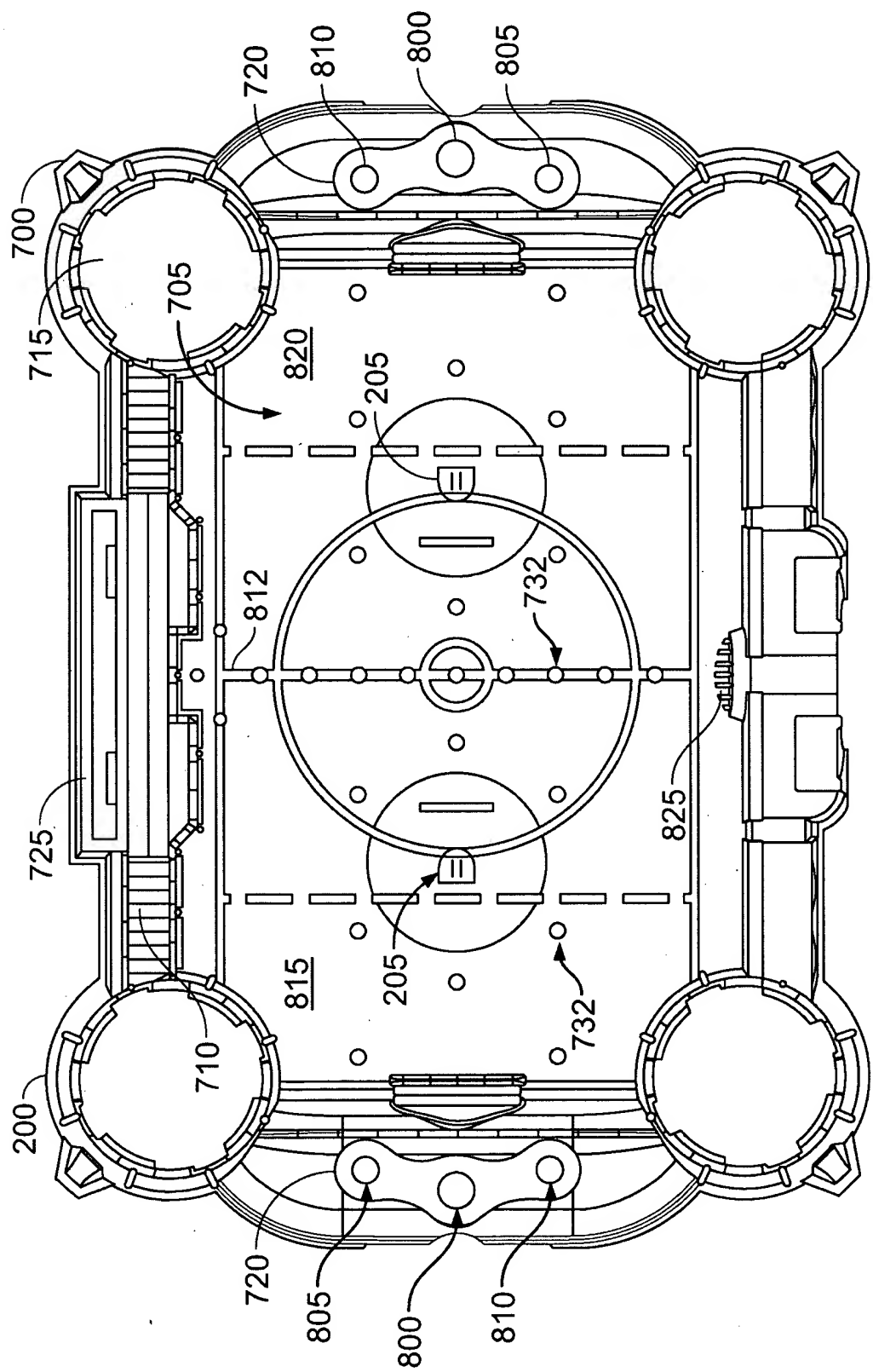


FIG. 8

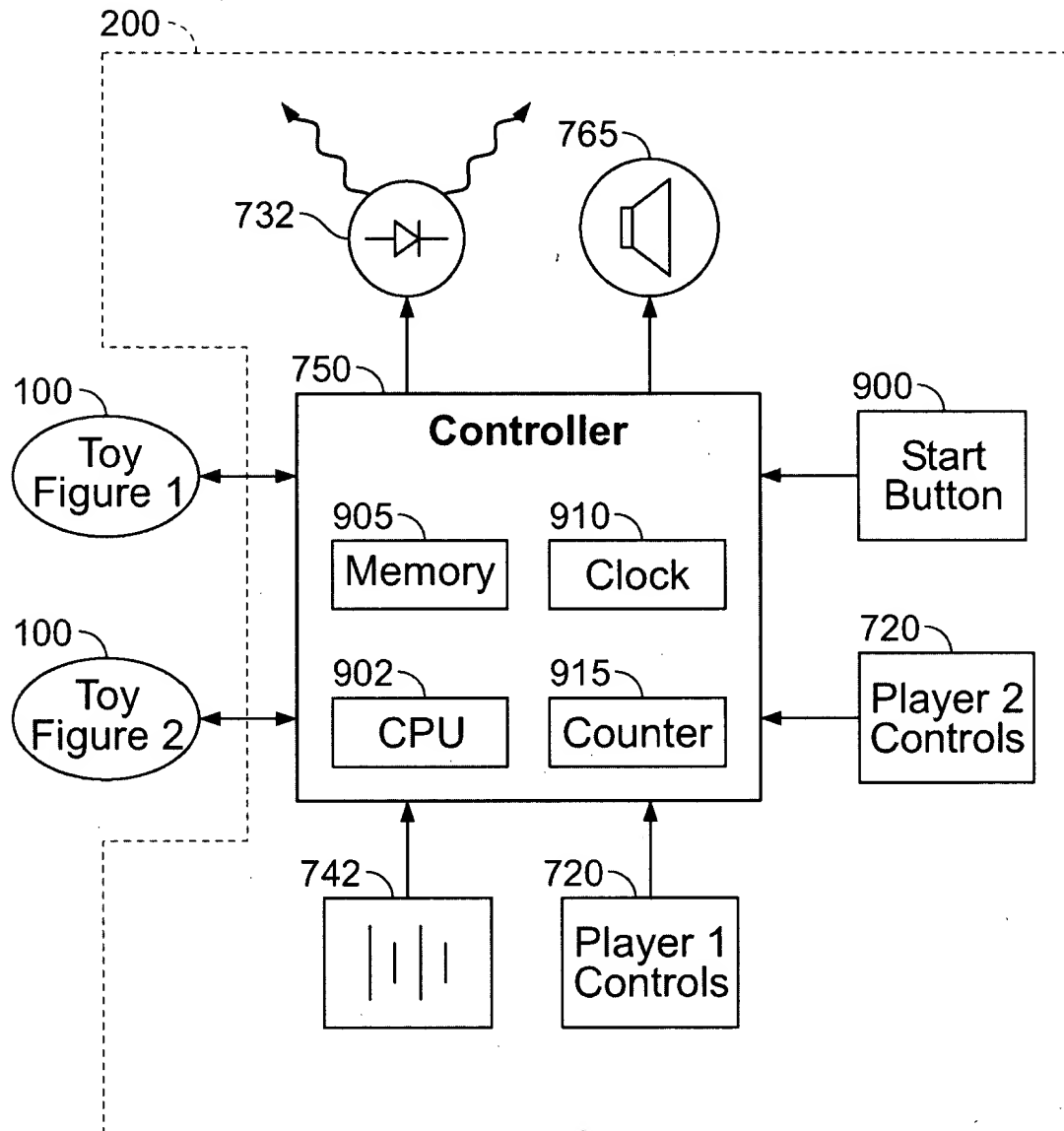


FIG. 9

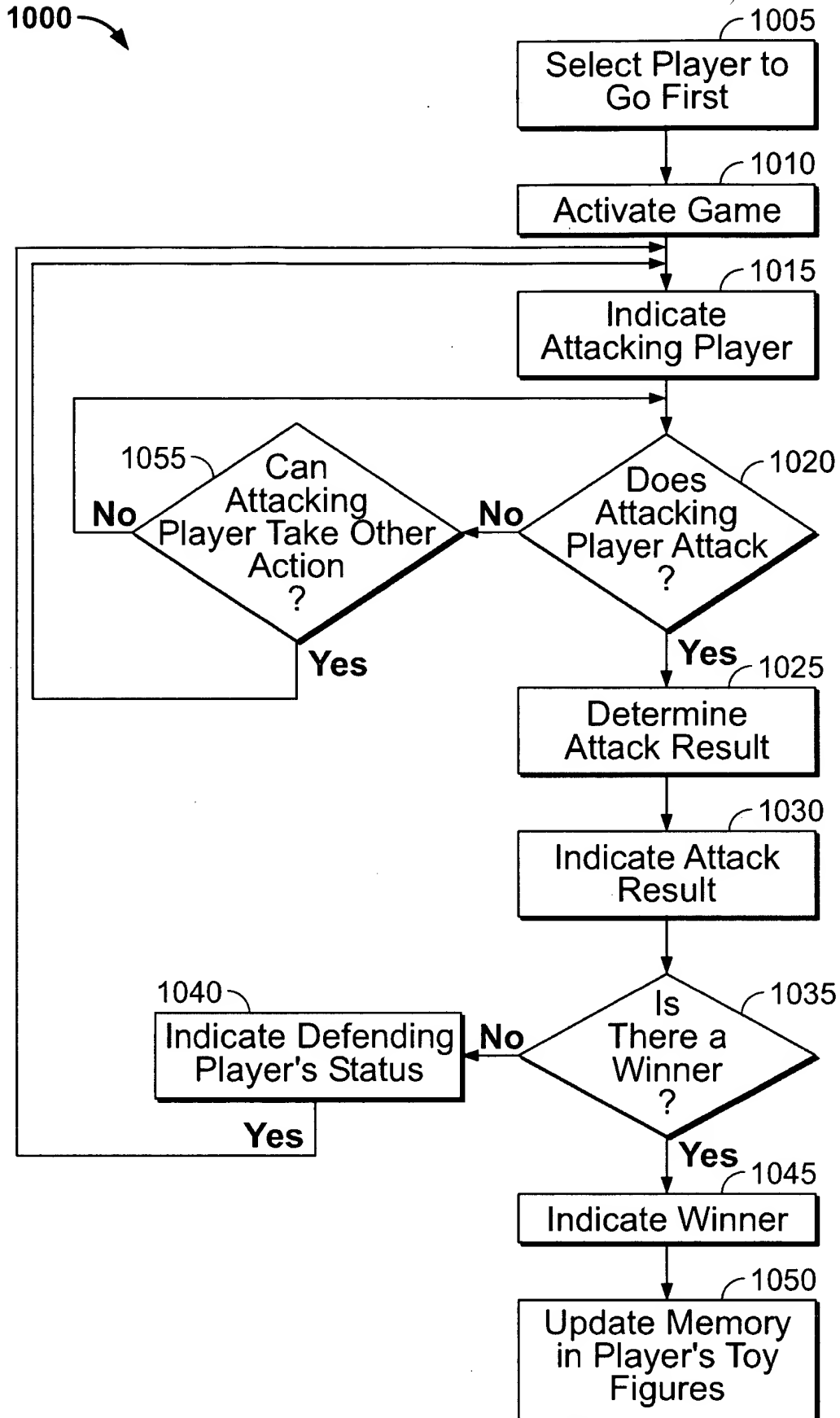


FIG. 10

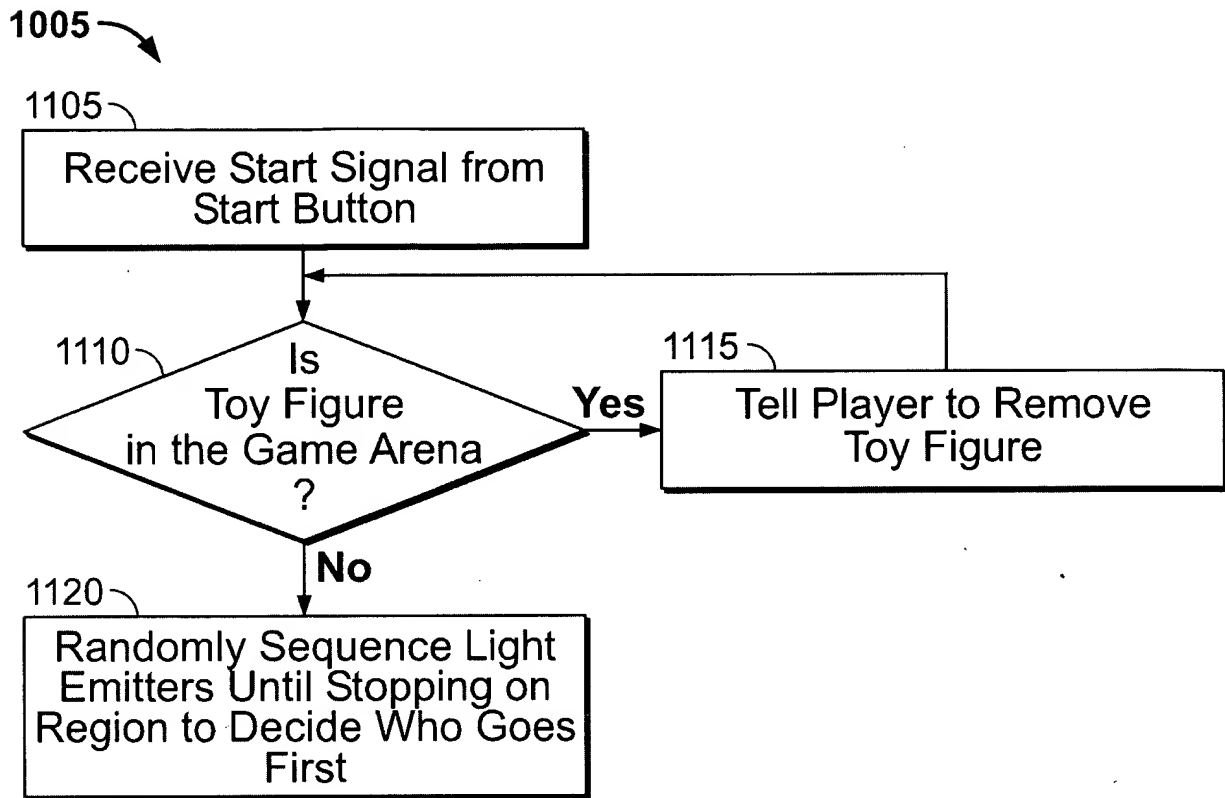


FIG. 11

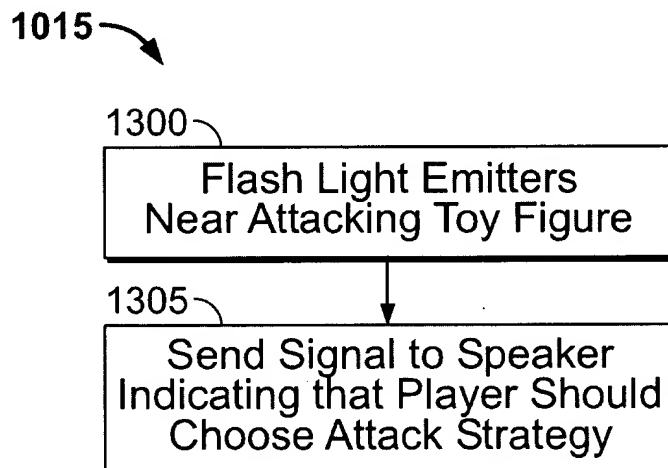


FIG. 13

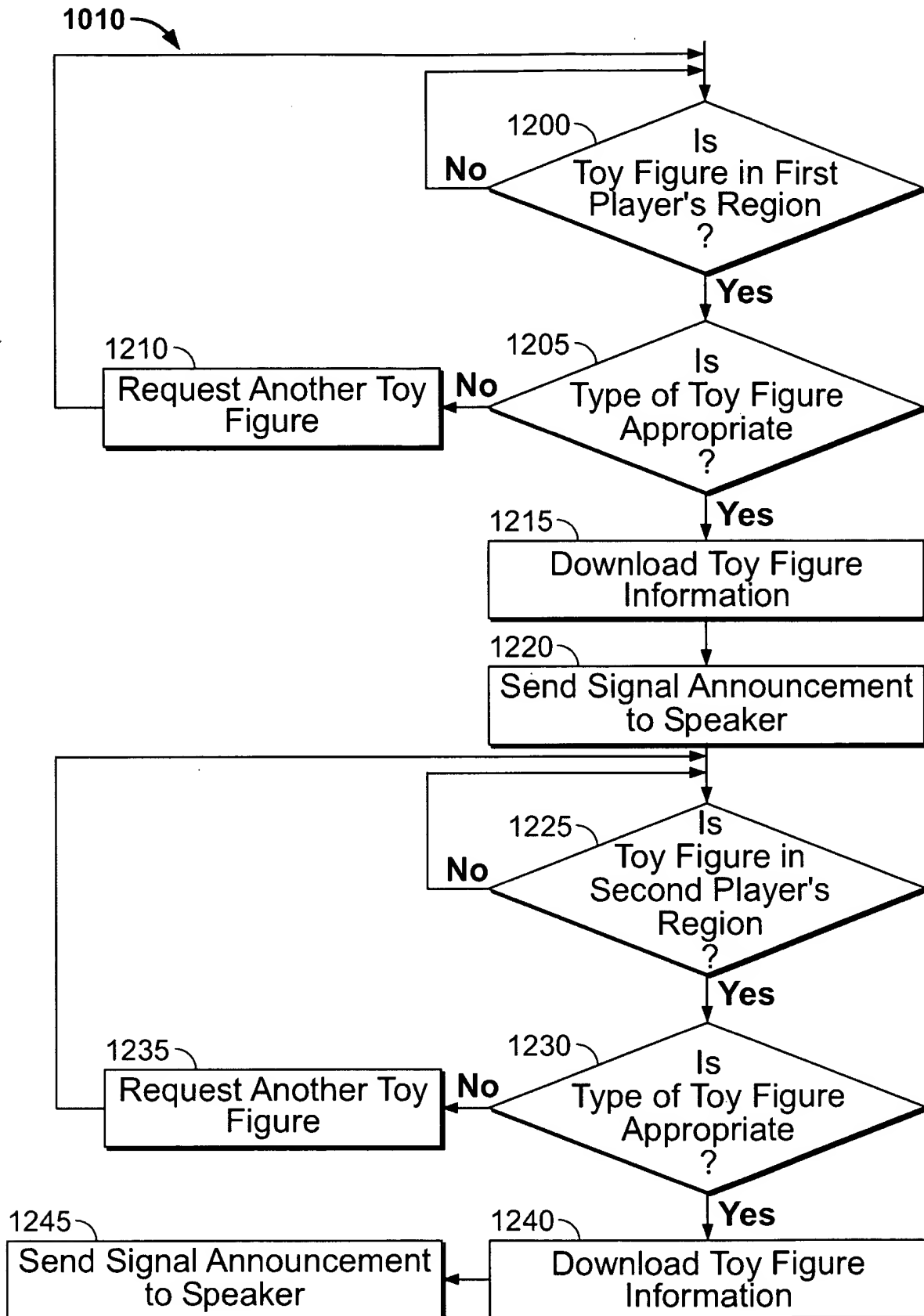


FIG. 12

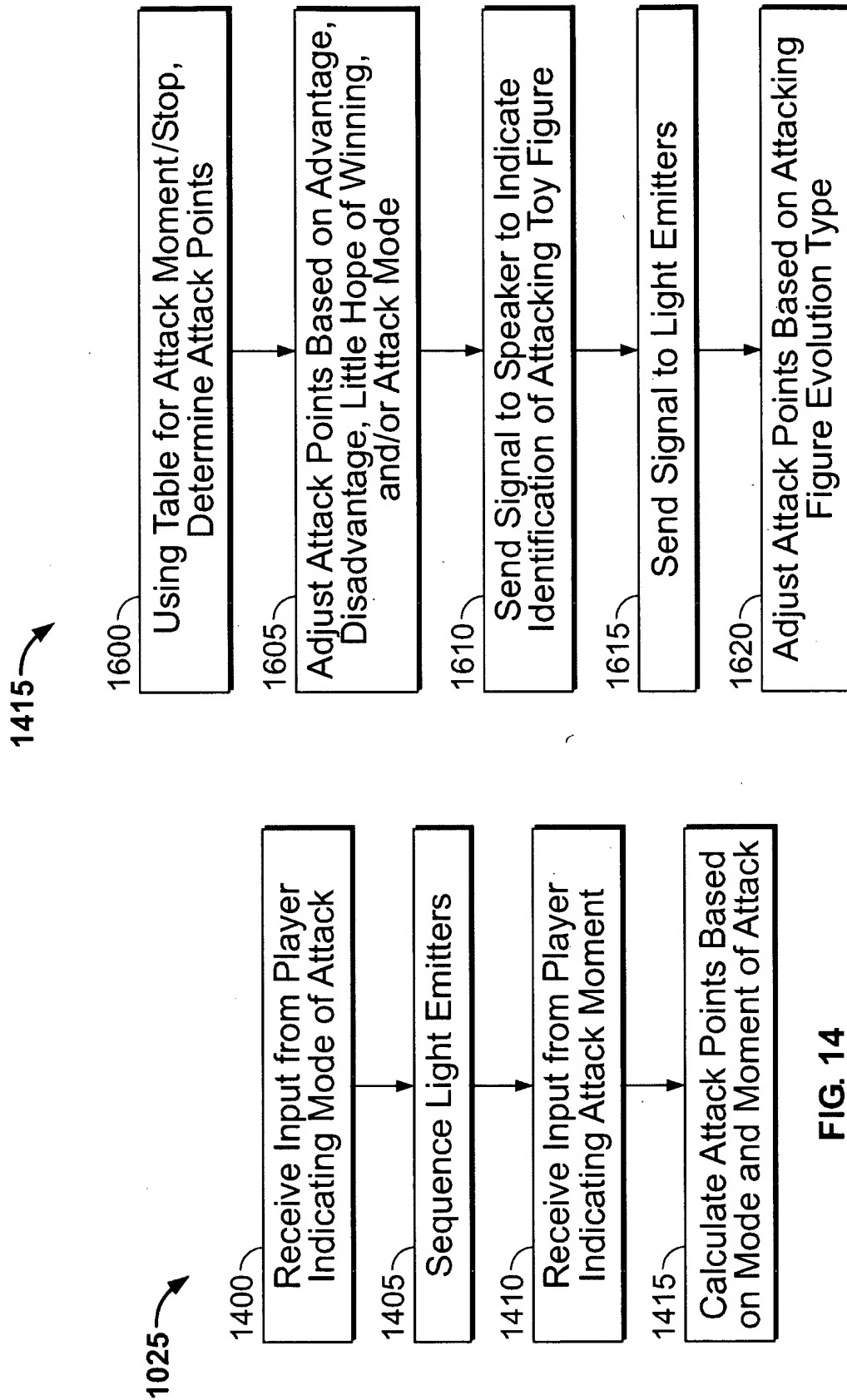


FIG. 14

FIG. 16

1500 →

1515

		Attack Mode Light Points				
	Pass #	100% (Center)	70% (One Out)	50% (Two Out)	20% (Three Out)	10% (Four Out)
Fast	1	100	70	50	20	10
	2	90	63	45	18	9
	3	80	56	40	16	8
	4	70	49	35	14	7
	5	60	42	30	12	6
	6	50	35	25	10	5
	7	40	28	20	8	4
	8	30	21	15	6	3
Slow	9	20	14	10	4	2
Times Out After 6 More Cycles						

1510

1505

FIG. 15

1700

"A" MEANS ATTACKING POWER HAS THE ADVANTAGE.
"D" MEANS ATTACKING POWER HAS THE DISADVANTAGE.
"X" MEANS ATTACKING POWER HAS THE LITTLE HOPE OF WINNING.

1710	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL 1							A	A			D			
NORMAL 2					A		D		D	D	D	A	X	
FIRE	D	D		A	A						A		D	D
WATER	A	D	D	D				A				A		D
ELECTRIC		A	D	D				X	A					D
GRASS	D	A		D			D	A	D		D	A		D
ICE	D	D		A	D			A	A			A		
FIGHTING					A		D		D	D	D	A	X	
POISON				A			D	D			A	D	D	
GROUND	A		A	D			A		X		D	A		
FLYING			D	A		A				A		D		
PSYCHIC						A	A			D				
BUG	D			A		D			D	A			D	
ROCK	A				A	D		D	A		A			
GHOST										A				
DRAGON														A

ATTACKING POWER

1705

1710

FIG. 17

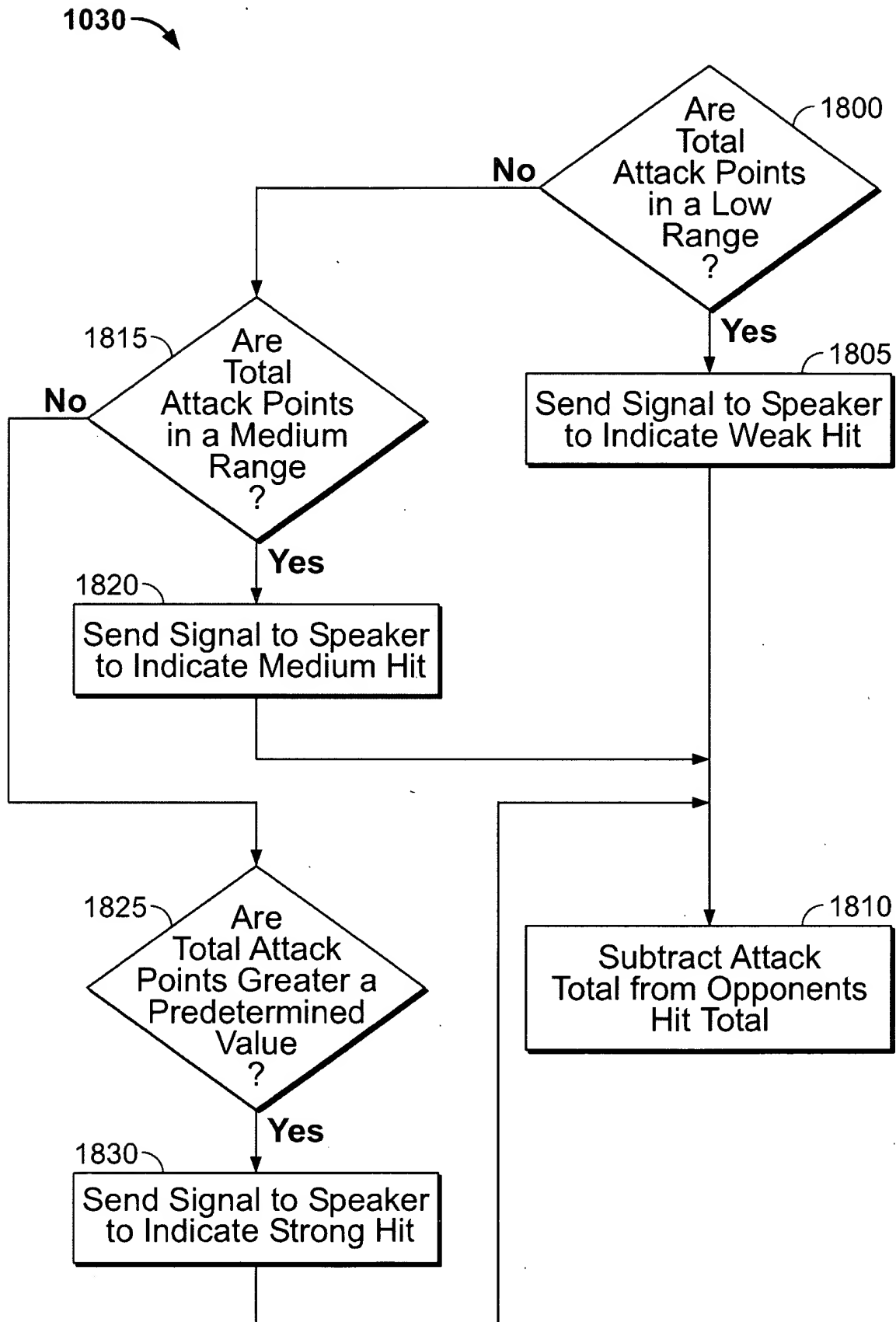


FIG. 18

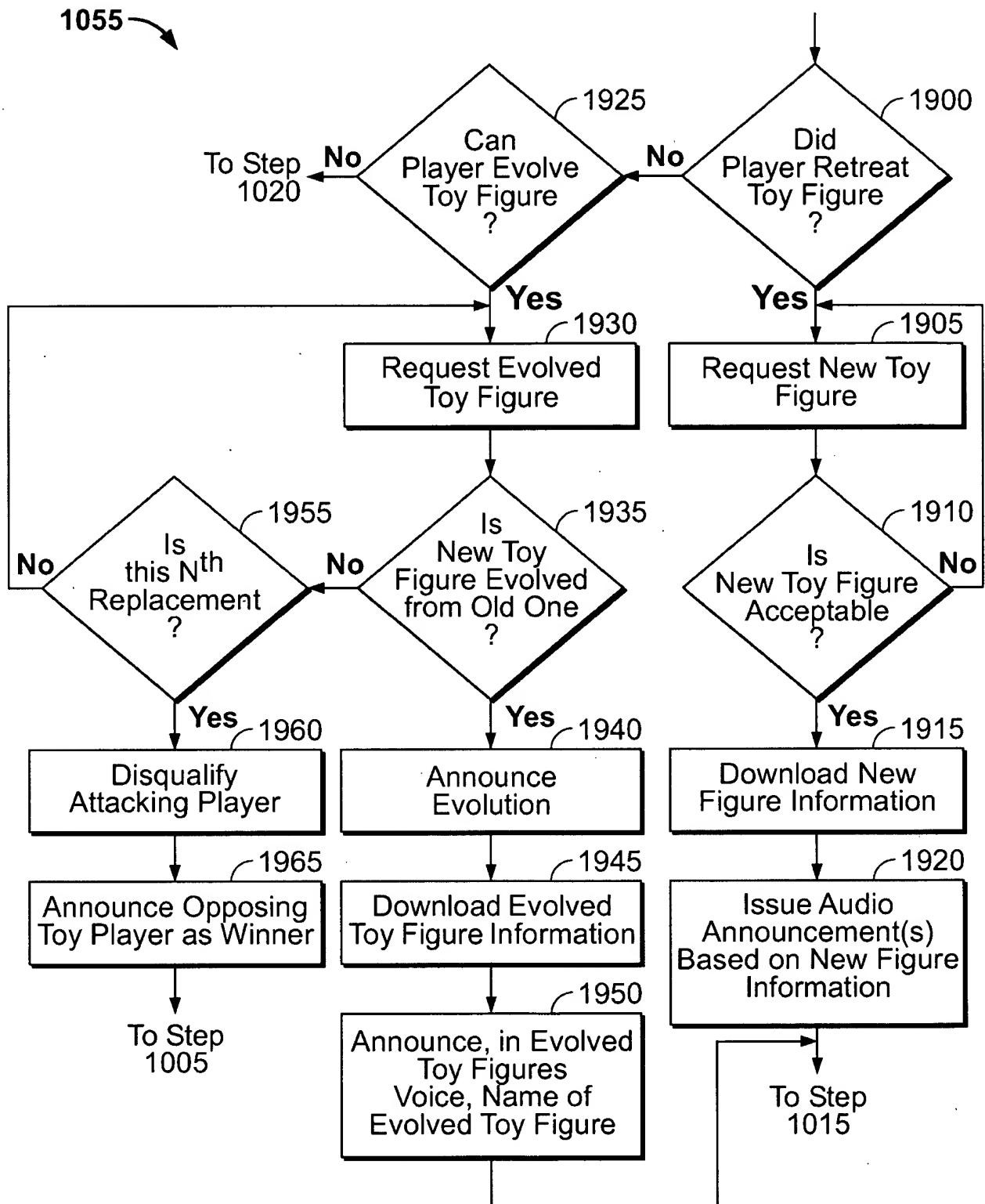


FIG. 19

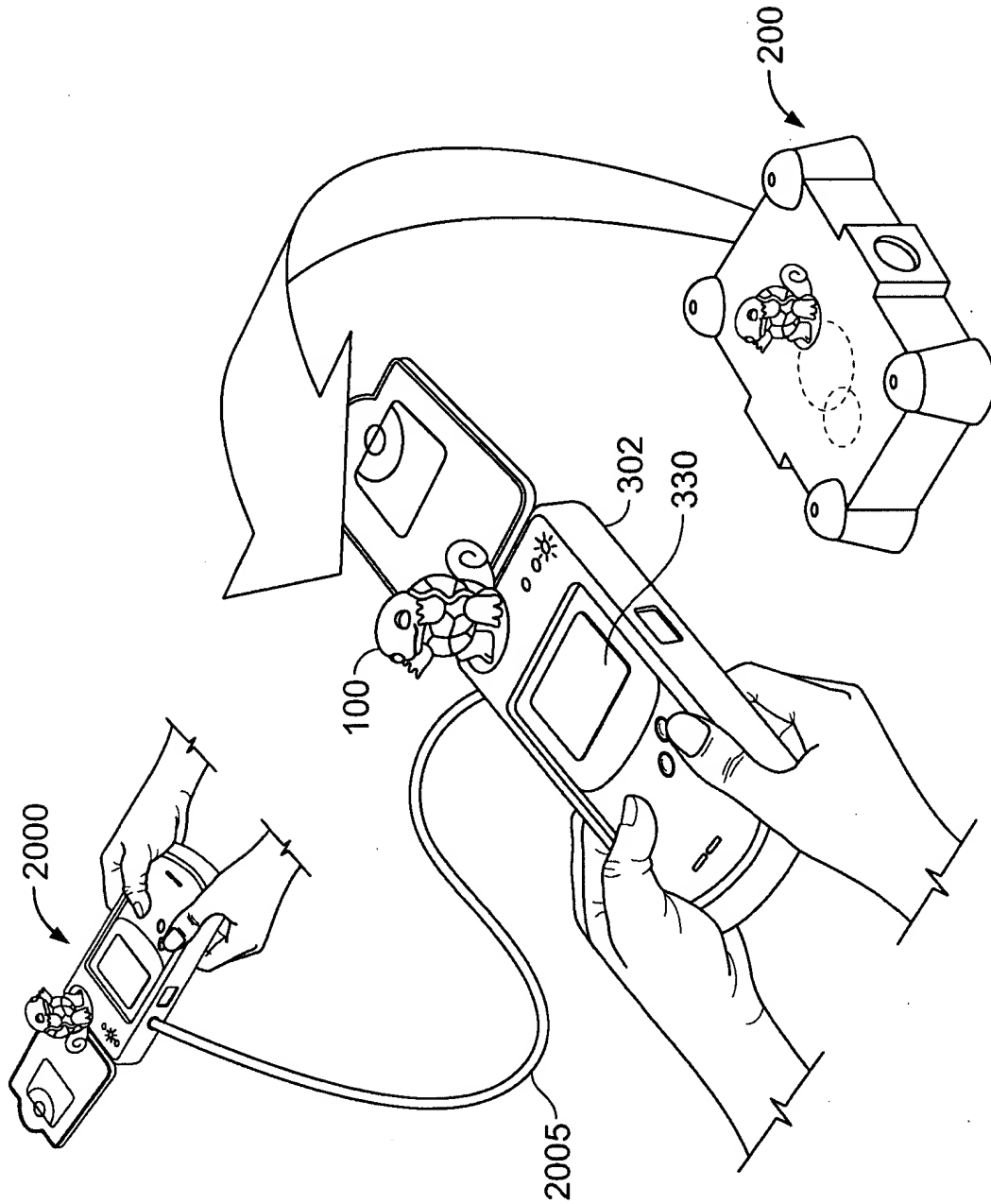


FIG. 20

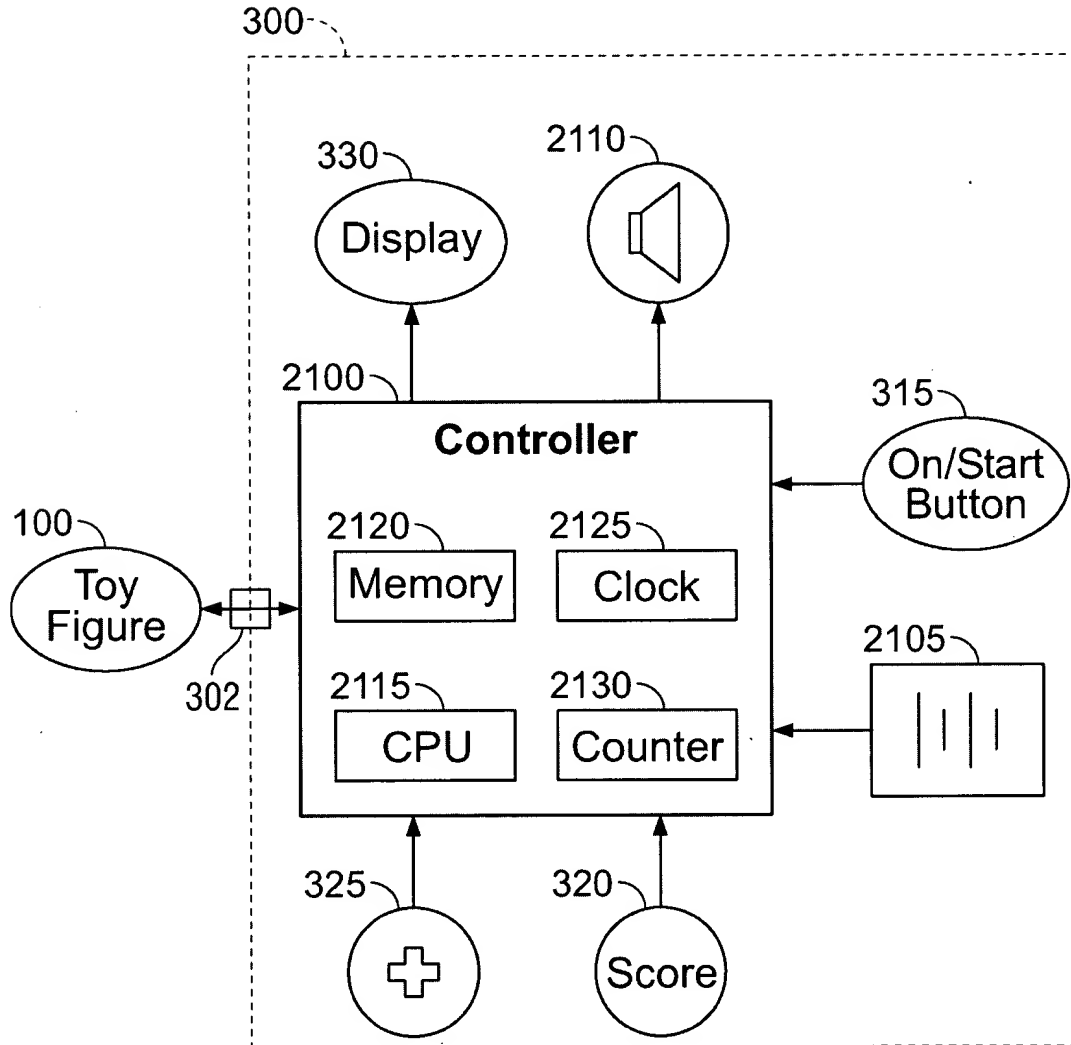


FIG. 21

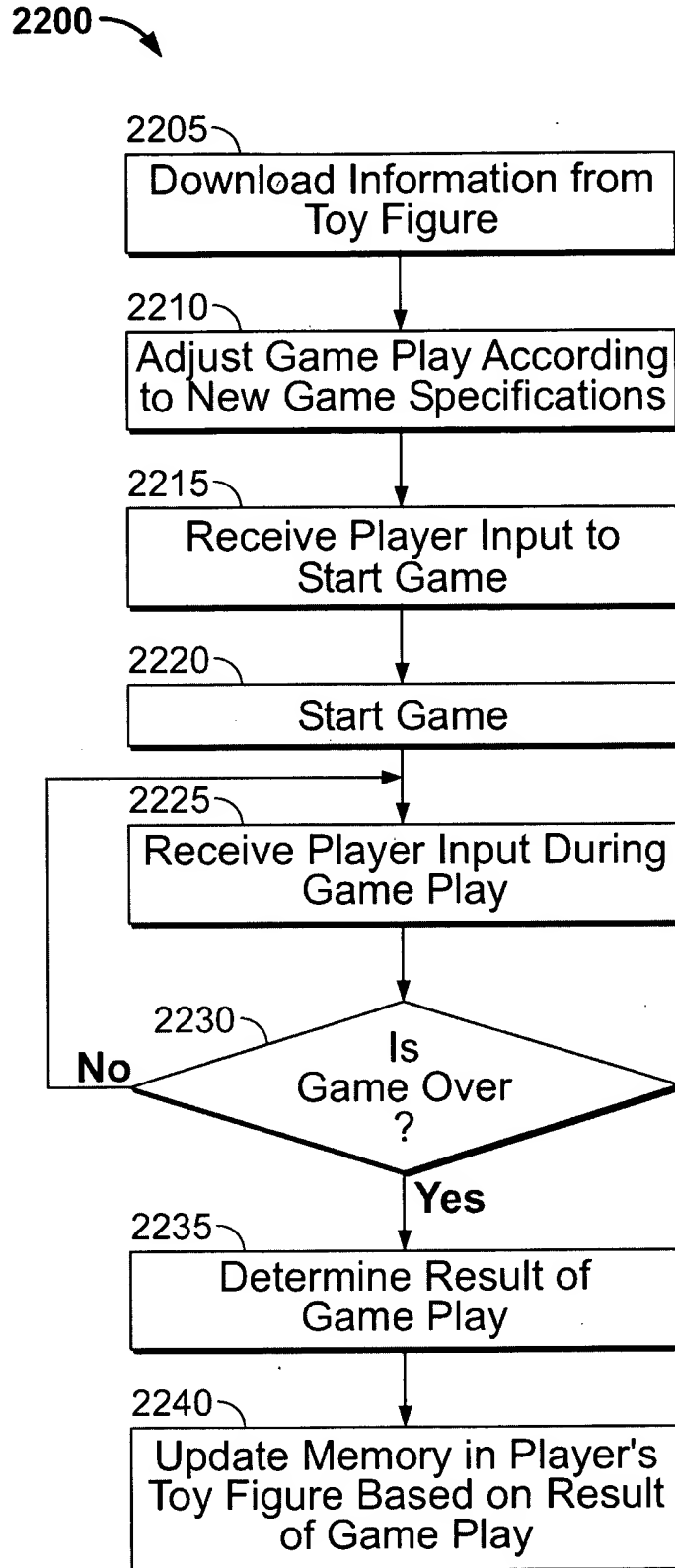


FIG. 22

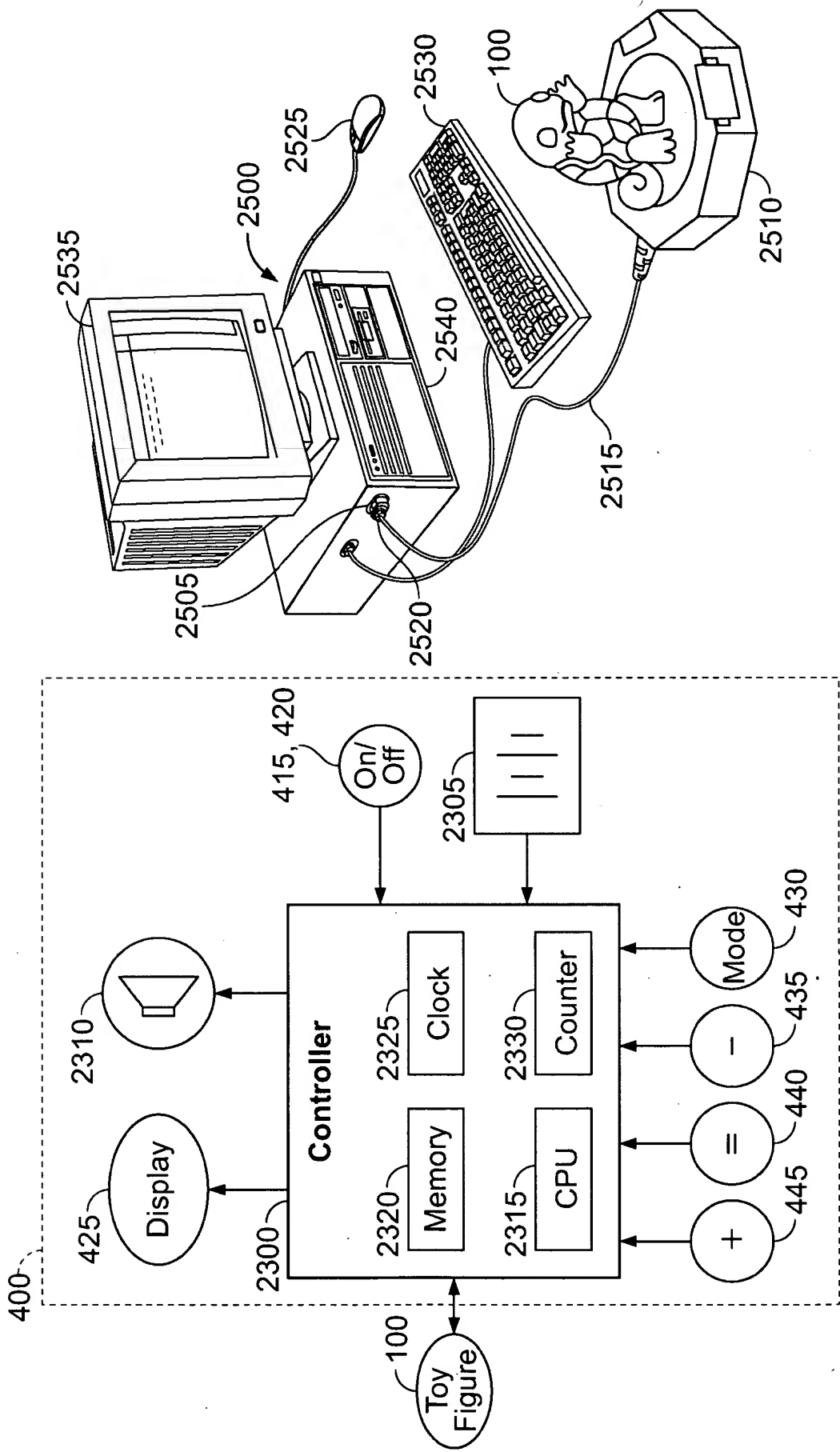
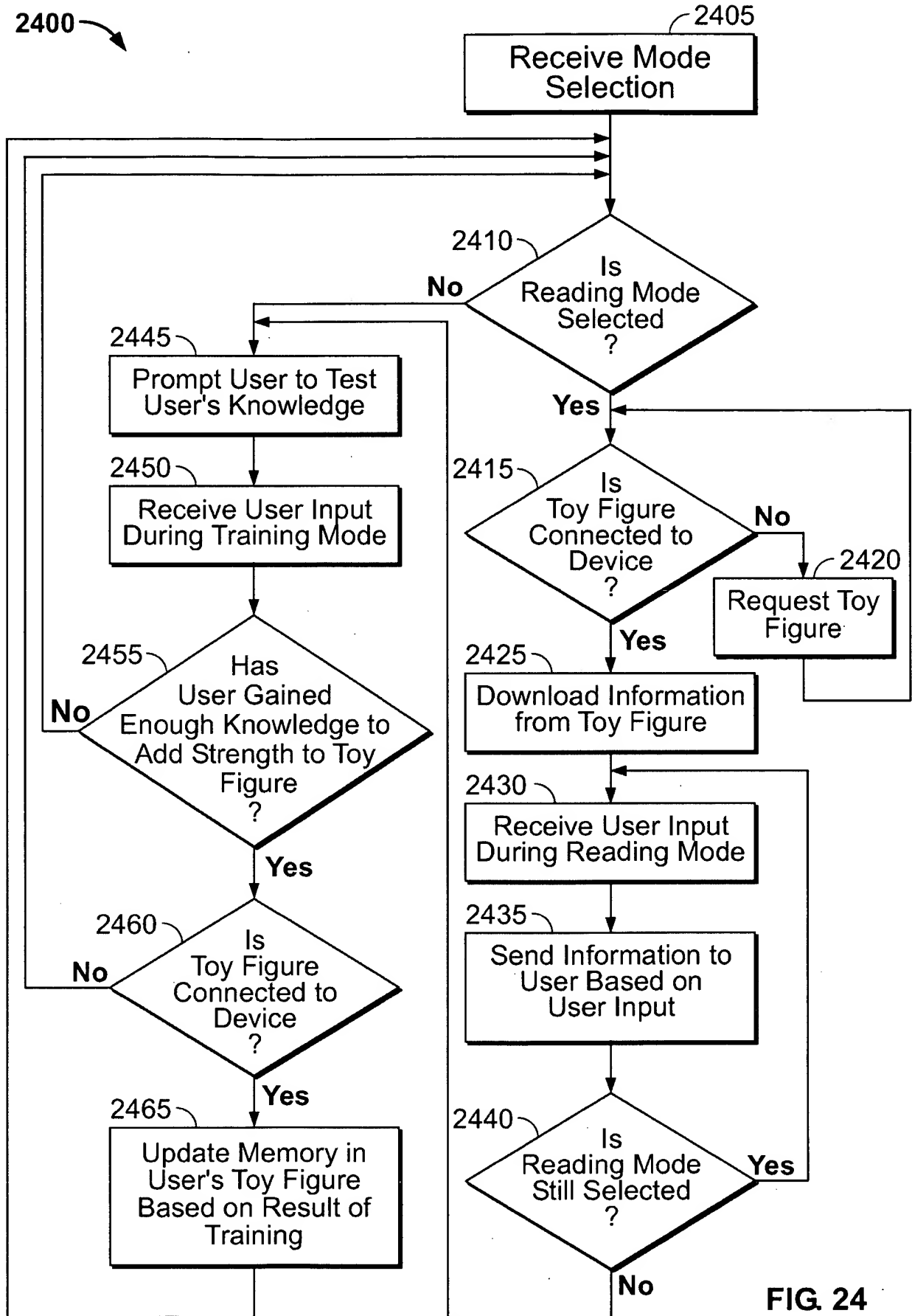


FIG. 23

FIG. 25



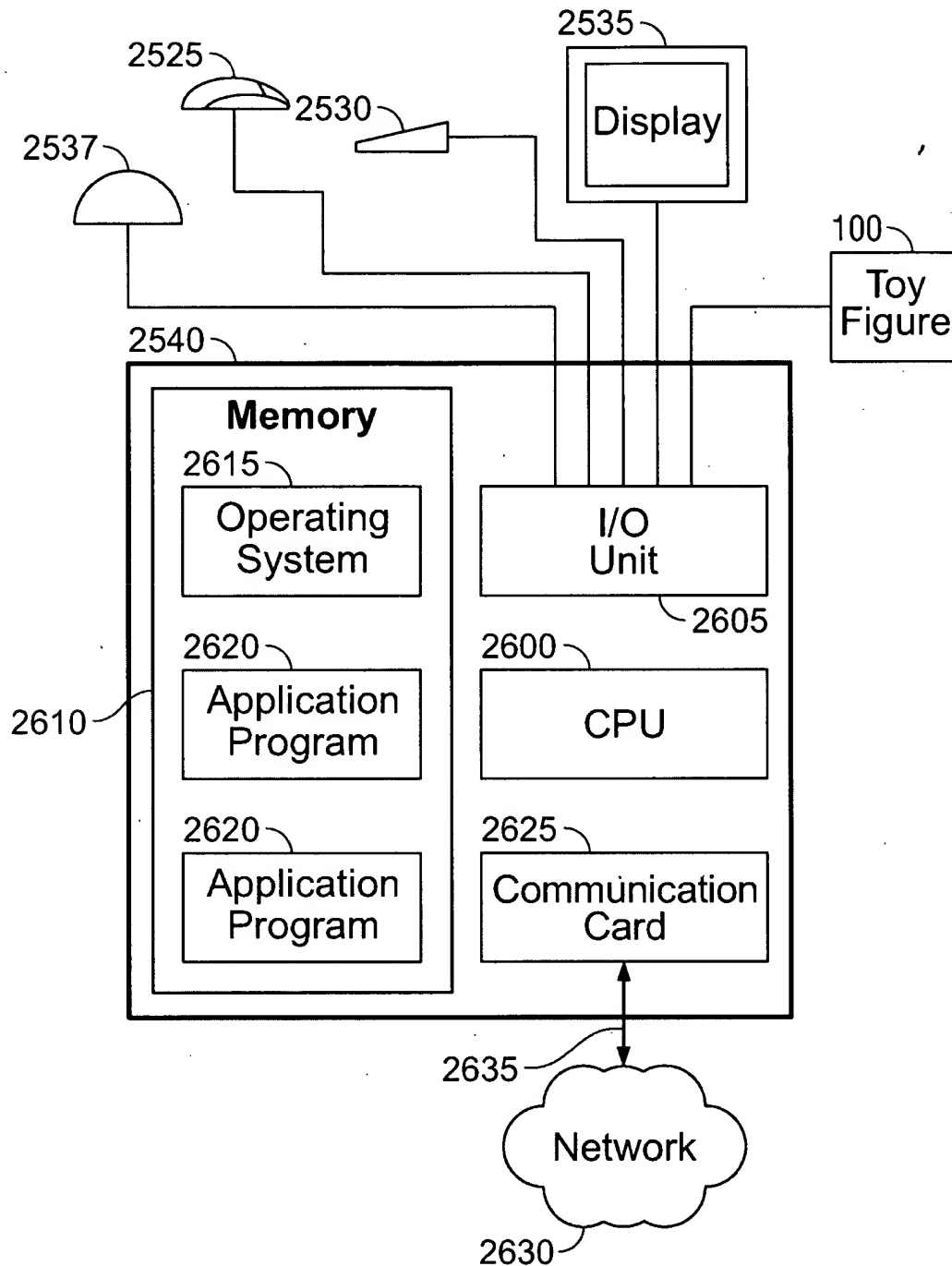


FIG. 26

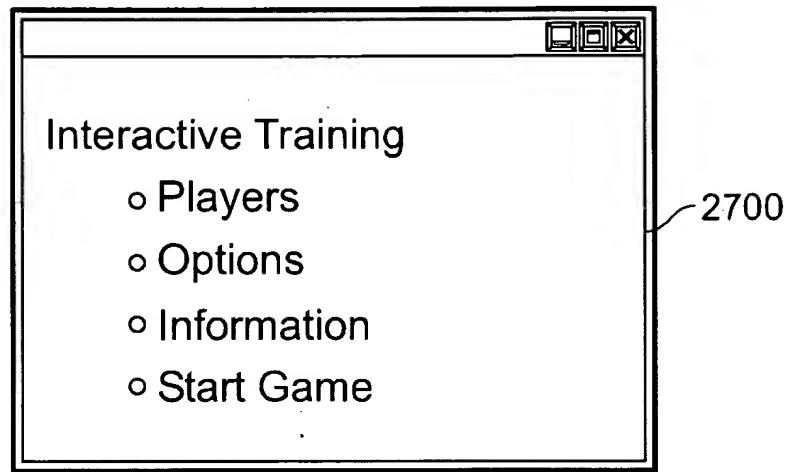


FIG. 27A

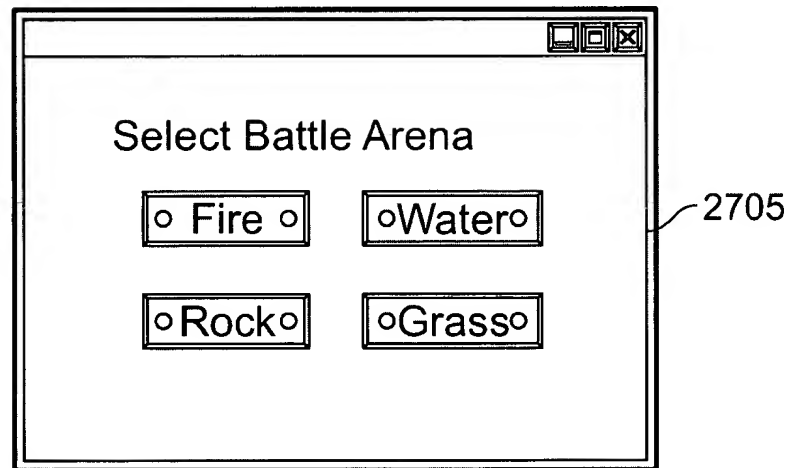


FIG. 27B

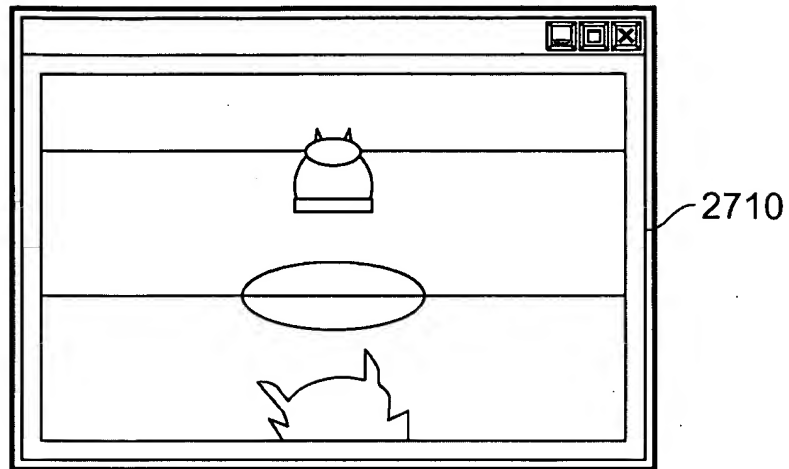


FIG. 27C

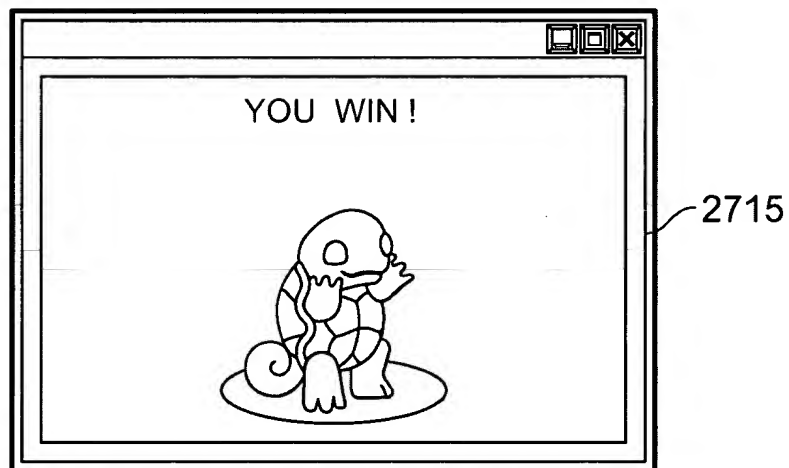


FIG. 27D